

AMENDMENTS TO THE SPECIFICATION:

Please amend the paragraph beginning at page 13, line 7 of the specification as follows:

--Network 110 is a network connecting various client users, media content, servers and storage devices. In one embodiment of the invention, network 110 is a connectionless network or datagram service between stations, commonly referred to in today's parlance as the Internet. Network ~~100~~ 110 is capable of providing the necessary data communication service between the client users, distribution servers, media ~~sources~~ data sources, data storage devices and capture servers.--

Please amend the paragraph beginning at page 13, line 15 of the specification as follows:

--Distribution server 115 is an apparatus for receiving media requests from a client user over network ~~115~~ 110 determining the location of the requested media data on the network, and directing the transmission of the requested media to the client user via network ~~100~~ 110. A distribution server may be part of a distribution hierarchy, where each distribution server may have one or more parents and/or children distribution servers. In this embodiment, each parent or child distribution server will have their own media data storage and ~~cost~~ "cost" associated with transmitting particular media content to a requester.--

Please amend the paragraph beginning at page 22, line 13 of the specification as follows:

--As is well known in encoding, such as MPEG encoding, a full frame is a complete frame of the media content that may be displayed without reference to data from other frames. Delta frames represent only the changes or "delta's" in media content from the ~~previously displayed~~ previous frame. Placing a full frame at the beginning of each media content block ensures that a client user will see a complete frame at the beginning of the media content block, regardless of which media content block is the start point. Delta frames indicate only changes in the media content from frame to frame, greatly reducing the file size of each media content block. The storage and playback from media content blocks allows for the access to the media content from the start of any media content block, and seamless transmission of a stream beginning with any media content block. Thus, the number of frames contained in each media content block determines the "resolution" with which the media content can be accessed. In other words, where the media content blocks contain 1 minute of media content each, the media content can easily be reproduced beginning at any 1 minute interval. Moreover, because of the limited size of the media content block, media content can be viewed from any frame within the media content block with substantially less delay than would be required to view the media content if it were stored in a single content file. For example, if there were thirty one-minute media content blocks representing a thirty minute interval of media content, and the media content is to be reproduced from forty seconds into the fifteenth minute, only forty seconds worth of frames need be read and not displayed. In the prior art, the entire fourteen minutes and forty seconds would need to be read and not displayed.--

Please amend the paragraph beginning at page 32, line 20 of the specification as follows:

--It will be apparent to one of skill in the art that, for a given stream of media content, the client 130 need only make a single request to the distribution server ~~113~~ 115 as shown in step 400. The distribution server 115, on the other hand, can either resolve a number of requests for the location of content relating to the stream at once, or alternatively, and preferably, will successively make and have location of content requests fulfilled, as shown in steps 410 and 420.--